

# Python: module vcs.Pylabels

## vcs.Pylabels

[index](#)

# Template Y - Labels (Pyl) module

### Modules

[vcs.vcs](#)

[vcs.queries](#)

### Classes

#### Pyl

##### class *Pyl*

Class: Pyl # Template text

Description of Pyl Class:

The Template text object allows the manipulation of line type, w

This class is used to define an line table entry used in VCS, or  
can be used to change some or all of the line attributes in an  
existing line table entry.

Other Useful Functions:

```
a=vcs.init() # Constructor
a.show('line') # Show predefined line object
a.update() # Updates the VCS Canvas at 1
a.mode=1, or 0 # If 1, then automatic update
0, then use update function
update the VCS Canvas.
```

Example of Use:

```
a=vcs.init()
To Create a new instance of line use:
ln=a.createline('new','red') # Copies content of 'red' to
ln=a.createline('new') # Copies content of 'default'
```

To Modify an existing line use:

```
ln=a.getline('red')

ln.list() # Will list all the line att.
ln.color=100 # Range from 1 to 256
ln.width=100 # Range from 1 to 300
```

Specify the line type:

```
ln.type='solid'           # Same as ln.type=0
ln.type='dash'           # Same as ln.type=1
ln.type='dot'            # Same as ln.type=2
ln.type='dash-dot'      # Same as ln.type=3
ln.type='long-dash'     # Same as ln.type=4
```

Methods defined here:

```
__init__(self, template, template_parent, member=None)
#####
#
# Initialize the line attributes.
#
#####

__setattr__(self, name, value)
#####
#
# Set template text attributes.
#
#####

list(self)
#####
#
# List out template text members (attributes).
#
#####
```

## Functions

```
getPylmember(self, member, attribute)
#####
#
# Function:      getPylmember
#
# Description of Function:
#     Private function that retrieves the line members from the
#     structure and passes it back to Python.
#
#
# Example of Use:
#     return_value =
#     getPylmember(self, name)
#         where: self is the class (e.g., Pyl)
#                name is the name of the member that is being
#
```

```

#####
setPylmember(self, member, attribute, value)
#####
#
# Function:      setPylmember
#
# Description of Function:
#     Private function to update the VCS canvas plot. If the canvas
#     set to 0, then this function does nothing.
#
#
# Example of Use:
#     setPylmember(self, name, value)
#         where: self is the class (e.g., Pyl)
#                name is the name of the member that is being
#                value is the new value of the member (or attribute)
#
#####

```

## Data

*StringTypes* = (<type 'str'>, <type 'unicode'>)